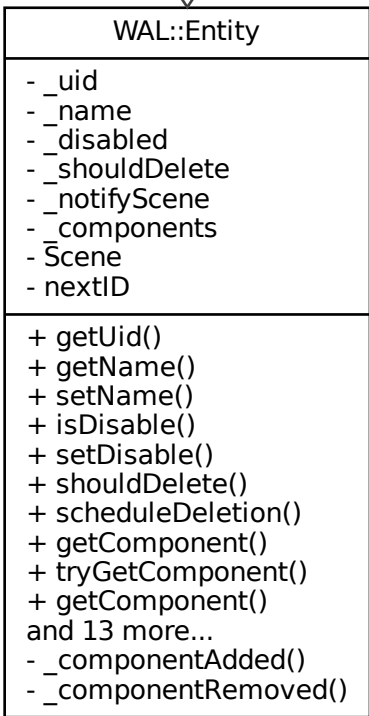
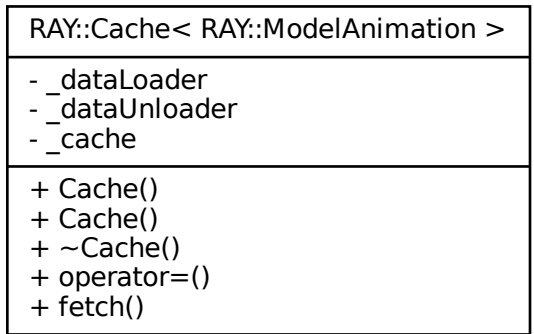
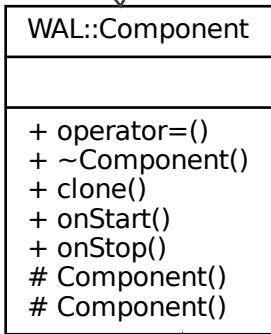


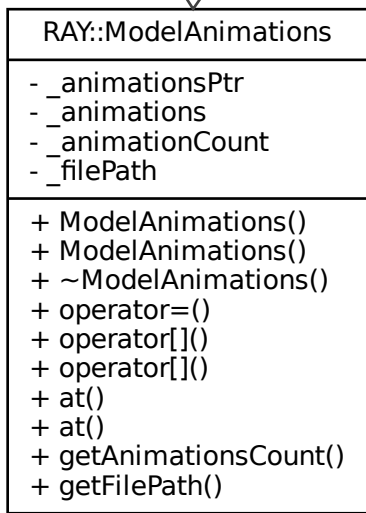
+ _scene



#_entity



- _animationsCache



- _modelAnimation

